**THE MUMBLING MAN**

**Featured Characters:**

Finn
Jake
The Mumbling Man
The Town Elders
Eldo, the Eldest Town Elder
The Children

**Finn's Motivation:**
Finn wants to teach the townspeople not to distrust strangers but he, in turn, must learn to distrust strangers. Even if it's just a little.

**The Adventure:**

ACT 1

* A tall, thin stranger wanders into a puritan-like town. He acts very strangely-- ignoring people's greetings, mumbling weird sounds (similar to Kurt Schwitter's "sound poetry"), and moving in a weird twitchy way (like "krumping"). Nobody likes him, except for the children. They are mysteriously drawn to him; they dig his creepy style and are entranced by his movements.

* The parents grow suspicious of the Mumbling Man's influence. They inform the town elders.

* Meanwhile, Finn and Jake happen to be in town having just whitewashed the fences around the park. They see the children gathered around the stranger and investigate. They like his weird style too -- it's like some sort of new dance!

* But the elders are angered by this new trend! They don't understand his language and they don't like his Elvis-esque gyrations! The eldest elder, Eldo, calls the town guards to seize the "Mumbling Man", and put him in jail. Finn & Jake leap in front of the advancing guards. "Stop!"

*Finn convinces the elders to accept the stranger even though he's different, comparing the stranger to a "new coat of paint." By the end, the elders are happy that Finn has opened their hearts, even though they don't like the singing/dancing themselves. Eldo is the only one who's unconvinced. Everyone laughs at him for being so curmudgeonly, and the children are allowed to watch the stranger dance and chant all night long.

* But the next day, the children and the stranger have disappeared mysteriously! Eldo declares that the Mumbling Man is the kidnapper, and arrests Finn & Jake for aiding in the abduction!

ACT II

* Finn and Jake are thrown in jail. Finn is shocked. He refuses to believe it's the stranger's fault. Finn suspects the curmudgeonly Eldo of a frameup. Jake totally agrees. "That guy's got a big hair between his toes, if you know what I mean." Finn totally knows what Jake means, so they decide to bust out of jail and expose Eldo as a fraud.

* Finn distracts the guards while Jake uses his arm power to get the keys. They wait until the coast is clear, and escape into an alleyway at nightfall. As they sneak through town, passing through the park, Jake picks up the scent of the Mumbling Man. They follow it; the best way to exonerate the Mumbling Man is to find him

and prove he didn't take kids.

* Finn and Jake follow the stranger's trail over hill and dale, and track him to a creepy old watermill. Finn and Jake slowly open the creaking door and see an astounding sight! The Mumbling Man does have the children!

*He's making them sit in mixing bowls and colanders (which are hanging from the ceiling) and eat salt out of old shoes! The mill looks like a crazed Piranesi prison etching. Meanwhile, the Mumbling Man is giving an unintelligible lecture (he's drawing pictures on the walls and floors of the water mill) about chemical compounds and egg-smithing . OMG, this guy IS nuts!

* Accepting his poor judgement in trusting strangers, Finn (and Jake) bust in and break up the weird party. The stranger fights back using his knees and elbows. His erratic, convulsive movements make him a tough target to punch for Finn and Jake.

* As Finn battles the stranger, the children twist and shake all over the place. They dance towards the bread oven, wriggle into the hopper and tumble onto the grindstone. Jake has to stop them from getting pulverized. His arms, ears, and jowls shoot out in every direction to catch them up.

ACT III

* Finally Finn tackles the stranger and pins him down. The children stop twitching. The stranger opens his eyes and reveals that his previous eyes were actually just painted eyelids. The stranger was sleepwalking the whole time! He has no idea what's going on-- he's just a common baker, and the last thing he remembers was falling asleep at his bakery . . . 10 years ago!

* Meanwhile, Jake's all out of shape from getting caught up in the mill's gear works. The baker is kindly kneading him back into shape when, suddenly, they notice one of the children is still dangling from a high beam in the mill! As the child falls, the baker uses his pizza tossing ability to expand Jake and toss him right below the descending child. The baker has saved the day. Hurray!

* They lead the children back to town and explain what happened. The baker apologizes for acting so weird, and says he'll bake them all free cookies and cakes. All the elders, besides Eldo, accept his apology. Looks like everything is back to normal... the only problem is... the kids still dig the stranger's weird style. They won't stop twitching and mumbling like him. Oh well. When in Rome.

THE END